

## **PLAYER TRUST SYSTEM AND METHOD**

### **Abstract of the Disclosure**

A trust rating factor (TRF) based upon data collected for players participating in previous online games sessions is used in determining official results for an online game session when different results are reported by the participants. Counters corresponding to each of a plurality of parameters related to conditions that arise during or at the end of a game session are employed in determining the TRF for each player. For example, if one of the players may have experienced a packet bombing that interrupted normal data communication, a counter related to that condition will be incremented for all players in the game session. If all of the players report results that are consistent at the end of the game session, the TRF of each player is improved. A separate TRF is determined for each game title in which a player participates.